STATE OF EMERGENCY

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SPECIAL FEATURES

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A VERY SMALL PERCENTAGE OF INDIVIDUALS MAY EXPERIENCE EPILEPTIC SEIZURES WHEN EXPOSED TO CERTAIN LIGHT PATTERNS OR FLASHING LIGHTS. EXPOSURE TO CERTAIN PATTERNS OR BACKGROUNDS ON A TELEVISION SCREEN OR WHILE PLAYING VIDEO GAMES, INCLUDING GAMES PLAYED ON THE PLAYSTATION 2 CONSOLE, MAY INDUCE AN EPILEPTIC SEIZURE IN THESE INDIVIDUALS. CERTAIN CONDITIONS MAY INDUCE PREVIOUSLY UNDETECTED EPILEPTIC SYMPTOMS EVEN IN PERSONS WHO HAVE NO HISTORY OF PRIOR SEIZURES OR EPILEPSY. IF YOU, OR ANYONE IN YOUR FAMILY, HAS AN EPILEPTIC CONDITION, CONSULT YOUR PHYSICIAN PRIOR TO PLAYING. IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A VIDEO GAME – DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, LOSS OF AWARENESS, DISORIENTATION, ANY INVOLUNTARY MOVEMENT, OR CONVULSIONS – IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

DO NOT CONNECT YOUR PLAYSTATION 2 CONSOLE TO A PROJECTION TV WITHOUT FIRST CONSULTING THE USER MANUAL FOR YOUR PROJECTION TV, UNLESS IT IS OF THE LCD TYPE. OTHERWISE, IT MAY PERMANENTLY DAMAGE YOUR TV SCREEN.

USE OF UNAUTHORIZED PRODUCT:

THE USE OF SOFTWARE OR PERIPHERIALS NOT AUTHORIZED BY SONY COMPUTER ENTERTAINMENT AMERICA MAY DAMAGE YOUR CONSOLE AND/OR INVALIDATE YOUR WARRANTY. ONLY OFFICIAL OR LICENSED PERIPHERALS SHOULD BE USED IN THE CONTROLLER PORTS OR MEMORY CARD SLOTS.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- THIS DISC IS INTENDED FOR USE ONLY WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION.
- DO NOT BEND IT, CRUSH IT OR SUBMERGE IT IN LIQUIDS.
- DO NOT LEAVE IT IN DIRECT SUNLIGHT OR NEAR A RADIATOR OR OTHER SOURCE OF HEAT.
- BE SURE TO TAKE AN OCCASIONAL REST BREAK DURING EXTENDED PLAY.
- KEEP THIS COMPACT DISC CLEAN. ALWAYS HOLD THE DISC BY THE EDGES AND KEEP IT IN ITS PROTECTIVE CASE WHEN NOT IN USE. CLEAN THE DISC WITH A LINT-FREE, SOFT, DRY CLOTH, WIPING IN STRAIGHT LINES FROM CENTER TO OUTER EDGE. NEVER USE SOLVENTS OR ABRASIVE CLEANERS.

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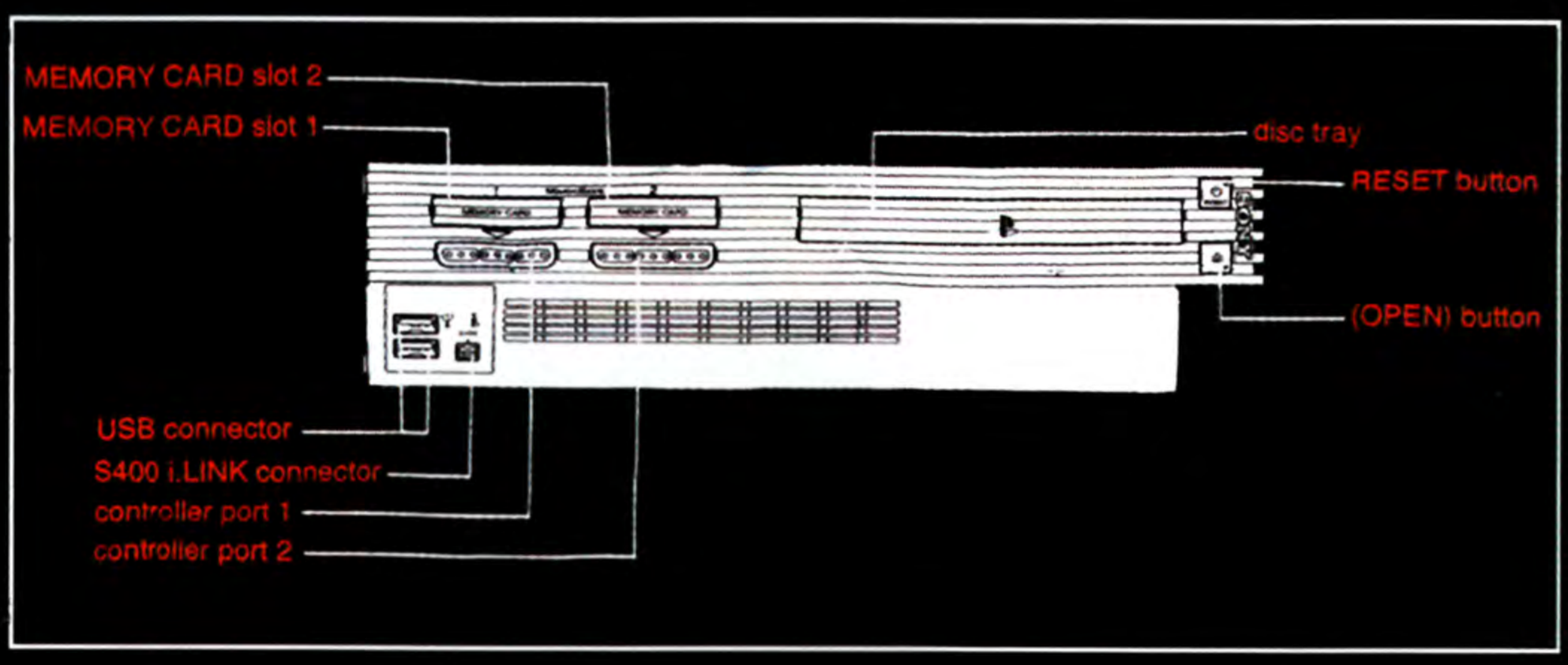
GETTING STARTED: SETTING UP YOUR CONSOLE

SET UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE MAIN POWER SWITCH (LOCATED ON THE BACK OF THE CONSOLE) IS TURNED ON. PRESS THE STANDBY/RESET BUTTON. WHEN THE POWER INDICATOR LIGHTS UP, PRESS THE OPEN BUTTON AND THE DISC TRAY WILL OPEN. PLACE THE STATE OF EMERGENCY DISC ON THE DISC TRAY WITH THE LABEL SIDE FACING UP. PRESS THE OPEN BUTTON AGAIN AND THE DISC TRAY WILL CLOSE. ATTACH GAME CONTROLLERS AND OTHER PERIPHERALS, AS APPROPRIATE. FOLLOW ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR INFORMATION ON USING THE SOFTWARE.



MEMORY CARD (8MB) (FOR PLAYSTATION®2)
TO SAVE GAME SETTINGS AND PROGRESS, INSERT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) INTO MEMORY CARD SLOT 1 OF YOUR CONSOLE. YOU CAN LOAD SAVED GAME DATA FROM THE SAME MEMORY CARD (8MB) (FOR PLAYSTATION®2) OR ANY MEMORY CARD (8MB) (FOR PLAYSTATION®2).

FOR INFORMATION ON "SAVING AND LOADING GAME DATA" SEE PAGE 16.

STATE OF EMERGENCY SUPPORTS CONTROLLER PORT 1 AND MEMORY CARD SLOT 1.

THE STORY

THE OFFICIAL STORY OF THE CORPORATION'S RISE TO POWER

2010: WE ACCEPTED THAT THE ONLY WAY THE GLOBAL ECONOMY COULD SUCCESSFULLY SUSTAIN GROWTH THROUGH A PERIOD OF ENVIRONMENTAL DETERIORATION WAS TO GIVE MORE POWER TO BIG BUSINESS.

2015: IT WAS LEARNED THAT THERE WAS NO LONGER A NEED FOR ELECTIONS AND THAT FOR YEARS THE DEMOCRATIC PROCESS HAD GIVEN US ONLY A WEAK GOVERNMENT.

2019: THE MEDIA WAS NATIONALIZED TO ENSURE THAT PRODUCTIVITY AND HAPPINESS WERE PROMOTED BY APPROPRIATE REPORTING OF EVENTS.

2023: OPPOSITION TO AUTHORITY WAS LIQUIDATED PERMANENTLY, AND THE CORPORATION TOOK COMPLETE CONTROL. THIS PERIOD SAW SUSTAINED GROWTH OF OUR ECONOMY. THE PEOPLE WERE HAPPY AND THEY KNEW IT. BUSINESS FLOURISHED, AND DESPITE MANY ENVIRONMENTAL PROBLEMS, OUR ECONOMY GREW THREEFOLD.

2029: AN ATTEMPT BY WORK SHY NON-BELIEVERS TO REBEL WAS CRUSHED BY THE SECURITY FORCES. THE PEOPLE REJOICED, FOR THEY KNEW THEY WERE BEING TAKEN CARE OF BETTER THAN THEY COULD TAKE CARE OF THEMSELVES.

NOW, IN 2035: MORE WEAK AND IGNORANT LOWLIFES ARE ATTEMPTING TO CHALLENGE THE AUTHORITY OF THE CORPORATION. A STATE OF EMERGENCY HAS BEEN DECLARED AND THEY WILL LEARN THE ERROR OF THEIR WAYS. THEY MUST NOT BE ALLOWED TO STAND IN THE WAY OF PROGRESS.

INTRODUCTION

THE CORPORATION IS CLAMPING DOWN ON ORGANIZED RESISTANCE AND RESTRICTING MOVEMENT ACROSS THE CITY TO COUNTER THE SPREAD OF REVOLT. IT IS UP TO YOU TO ATTACK THE CORPORATION AND ITS MINIONS, ULTIMATELY TO DESTABILIZE AND DESTROY THEM.

BEGINNING IN THE CAPITOL CITY MALL, YOU PLAY ONE OF FIVE CIVILIANS CAUGHT IN THE MIDDLE OF THE RIOT. APPROACHED BY A FREEDOM FIGHTER FROM THE UNDERGROUND RESISTANCE MOVEMENT, FREEDOM, YOU DECIDE TO JOIN THIS ORGANIZED RESISTANCE AND, USING WHATEVER WEAPONS YOU CAN FIND, FIGHT BACK AGAINST THE CORPORATION SECURITY FORCES. ONLY BY MASTERING BOTH HAND TO HAND COMBAT AND MORE LETHAL WEAPONRY WILL YOU SUCCEED IN OVERTHROWING THE CORPORATION, AND RESTORING DEMOCRACY.

CHOOSE TO PLAY THROUGH 175 MISSIONS SET ACROSS FOUR AREAS OF THE CITY IN REVOLUTION MODE, OR PLAY CHAOS MODE WHERE THE AIM IS TO SCORE AND THE BEST WAY TO SCORE IS TO SMASH, DESTROY AND KILL. SUCCESS IN THESE MODES UNLOCKS NEW LEVELS, PLAYABLE CHARACTERS AND GAME MODES.

STARTING A GAME

BEFORE TURNING THE POWER ON, PLEASE INSERT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) INTO MEMORY CARD SLOT 1. PLEASE ENSURE THERE IS AT LEAST 164KB OF FREE SPACE ON THE MEMORY CARD (8MB) (FOR PLAYSTATION®2) BEFORE STARTING THE GAME.

STATE OF EMERGENCY CAN BE PLAYED WITHOUT A MEMORY CARD (8MB) (FOR PLAYSTATION®2), BUT IT IS NOT RECOMMENDED AS NONE OF YOUR PROGRESS, SCORES OR OPTIONS WILL BE SAVED WHEN YOU SWITCH OFF THE CONSOLE.

IT IS ADVISED THAT YOU DO NOT INSERT OR REMOVE PERIPHERALS ONCE THE POWER IS ON. AS STATE OF EMERGENCY USES AN AUTO-LOAD AND AUTO-SAVE FEATURE, REMOVAL OF THE MEMORY CARD(8MB)(FOR PLAYSTATION®2) DURING PLAY MAY CAUSE DATA TO BE CORRUPTED, PUTTING ALL YOUR SAVE GAME INFORMATION AT RISK.

MAIN MENU: SELECT GAME MODE

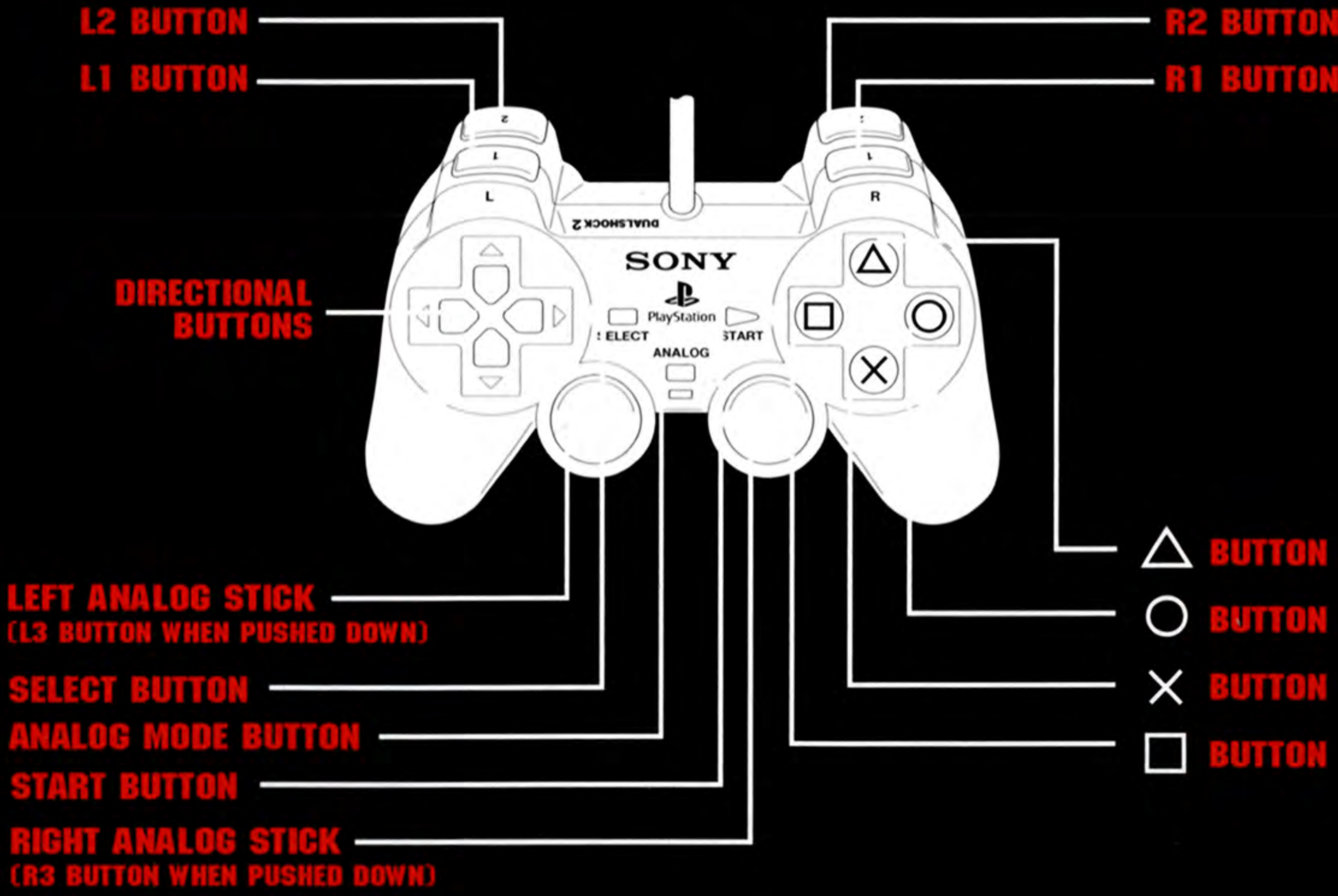
AFTER THE INTRODUCTORY SEQUENCE YOU WILL BE PRESENTED WITH THE MAIN MENU. NAVIGATE AROUND THE MENUS USING THE LEFT ANALOG STICK OR THE DIRECTIONAL BUTTONS, USE ⊗ BUTTON TO SELECT, AND △ BUTTON TO DESELECT AND CANCEL. SELECT CHAOS OR REVOLUTION GAMEPLAY MODES, VIEW HIGH SCORES, OR CHANGE YOUR OPTIONS.

QUICK START

TO GET STRAIGHT INTO THE ACTION, SELECT CHAOS, ENTER A NAME, CHOOSE A CHARACTER, CHOOSE A MAP, AND SELECT KAOS. THE AIM OF CHAOS MODE IS TO SCORE POINTS BY FIGHTING AND KILLING CORPORATION SECURITY FORCES AND GANGS AND DAMAGING AND DESTROYING BUILDINGS AND CARS.

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MOVEMENT

WALK, RUN: MOVE YOUR CHARACTER AROUND USING THE LEFT ANALOG STICK; PUSH IT SLIGHTLY TO WALK AND FULLY TO RUN.

SPRINT: YOU CAN ALSO SPRINT AROUND BY PRESSING EITHER THE L2 OR R2 BUTTON WHILE RUNNING.

CAMERA CONTROL

PAN CAMERA: PAN THE CAMERA AROUND YOUR CHARACTER WITH THE RIGHT ANALOG STICK.

CENTER CAMERA: CENTER THE CAMERA BEHIND YOUR CHARACTER BY TAPPING EITHER THE L1 , L2 , R1 OR R2 BUTTON.

PICK UP/DROP/THROW

PICK UP: POSITION YOUR CHARACTER NEXT TO A WEAPON OR OBJECT; A YELLOW CIRCLE WILL APPEAR IF IT CAN BE PICKED UP. THEN PRESS ◉ BUTTON TO PICK IT UP.

DISCARD: WHEN CARRYING A WEAPON OR OBJECT PRESS ◉ BUTTON TO DROP IT. YOU WILL AUTOMATICALLY DISCARD WEAPONS WHEN THEY ARE OUT OF AMMUNITION.

THROW: ALL CARRIED OBJECTS CAN BE THROWN, AS CAN LOBBED WEAPONS (MOLOTOV COCKTAILS AND GRENADES). WHEN CARRYING AN OBJECT OR LOBBED WEAPON PRESS ⊗ BUTTON TO THROW. THE HARDER YOU PRESS ⊗ BUTTON THE FURTHER YOU WILL THROW THE OBJECT.

HAND TO HAND COMBAT

PUNCH: PRESS ⊗ BUTTON WHILE UNARMED TO PUNCH. PRESS ⊗ BUTTON REPEATEDLY TO PERFORM A FOUR PUNCH COMBO.

KICK: PRESS ▣ BUTTON TO KICK. PRESS ▣ BUTTON REPEATEDLY TO PERFORM A FOUR KICK COMBO. YOU CAN ALSO PERFORM KICK ATTACKS WHILE HOLDING WEAPONS AND GUNS.

QUICK COMBOS: WHILE UNARMED PRESS ⊗ BUTTON THEN ⊗ BUTTON THEN ▣ BUTTON FOR QUICK COMBO A.

WHILE UNARMED PRESS ▣ BUTTON THEN ▣ BUTTON THEN ⊗ BUTTON FOR QUICK COMBO B.

BACK ATTACK: WHILE UNARMED, PRESS ⊗ BUTTON OR ▣ BUTTON AND PUSH THE LEFT ANALOG STICK IN THE OPPOSITE DIRECTION TO THE WAY YOUR CHARACTER IS FACING TO PERFORM A BACK ATTACK.

ATTACK PRONE ENEMY: YOU CAN ATTACK ENEMIES WHEN THEY ARE KNOCKED DOWN, PRONE ON THE GROUND. POSITION YOURSELF OVER THEM THEN PRESS ⊗ BUTTON TO PUNCH DOWN ON THEM OR ▣ BUTTON TO STOMP ON THEM.

360° ATTACK: WHILE UNARMED, PRESS △ BUTTON TO PERFORM THE 360° ATTACK. THIS WILL KNOCK BACK ALL ENEMIES AROUND YOU, BUT BARELY DAMAGES THEM.

GRAB ATTACK: WHILE UNARMED PRESS ⊗ BUTTON AND ▣ BUTTON AND PUSH THE LEFT ANALOG STICK TOWARDS AN OPPONENT TO GRAB THEM, THEN REPEATEDLY TAP ⊗ BUTTON FOR GRAB ATTACK A OR ▣ BUTTON FOR GRAB ATTACK B.

DASH TACKLE: WHILE UNARMED AND DASHING (PRESS EITHER THE L2 OR R2 BUTTON) PRESS ▣ BUTTON TO PERFORM A DASH TACKLE. THIS WILL KNOCK OPPONENTS DOWN AND DISARM THEM.

QUICK RECOVERY: WHEN KNOCKED DOWN, QUICKLY TAP ⊗ BUTTON REPEATEDLY TO GET TO YOUR FEET QUICKLY.

RECOVERY ATTACK: WHEN KNOCKED DOWN, AND AN OPPONENT IS NEAR, QUICKLY TAP ▣ BUTTON REPEATEDLY TO PERFORM A RECOVERY ATTACK AND GET TO YOUR FEET QUICKLY.

SHAKE FREE: WHEN AN OPPONENT HAS GRABBED YOU, PRESS ⊗ BUTTON OR ▣ BUTTON REPEATEDLY TO SHAKE FREE.

HANDHELD WEAPON COMBAT

SWIPE: PRESS ⊗ BUTTON WHILE HOLDING A HANDHELD WEAPON TO SWIPE. PRESS ⊗ BUTTON REPEATEDLY TO PERFORM SWIPE COMBOS. YOU CAN PERFORM KICK/SWIPE COMBOS BY REPEATEDLY PRESSING ▣ BUTTON WHILE HOLDING A HANDHELD WEAPON. YOU CAN ALSO SWIPE DOWN ON KNOCKED DOWN OPPONENTS BY PRESSING ⊗ BUTTON WHEN STANDING OVER A PRONE ENEMY.

TWO HANDED OBJECT COMBAT

YOU CAN PICK UP MANY STREET FURNITURE OBJECTS IN STATE OF EMERGENCY AND USE THESE AS WEAPONS. THEY CAN BE THROWN BY PRESSING ⊗ BUTTON; USED TO ATTACK OPPONENTS BY PRESSING ▣ BUTTON; AND ALSO SMASHED DOWN ON KNOCKED DOWN OPPONENTS BY PRESSING ⊗ BUTTON WHEN STANDING OVER A PRONE ENEMY.

GUN COMBAT

FIRING: WHILE HOLDING A GUN PRESS ⊗ BUTTON TO FIRE A SINGLE SHOT (OR BURST IF AN AUTOMATIC WEAPON), AND HOLD ⊗ BUTTON TO KEEP FIRING. DIFFERENT GUNS HAVE DIFFERENT RANGES, WHILST SOME SUCH AS THE TAZER ARE ONLY EFFECTIVE AT CLOSE RANGE.

STAND AND SHOOT: IF YOU HOLD DOWN FIRE (⊗ BUTTON) WHILE STANDING STILL THEN YOU WILL STAND AND SHOOT AND CAN NOW PIVOT ON THE SPOT BY ROTATING THE LEFT ANALOG STICK TO SHOOT ALL AROUND YOUR CHARACTER. TO START MOVING AGAIN RELEASE ⊗ BUTTON AND PUSH THE LEFT ANALOG STICK.

RUN AND SHOOT: IF WHILE RUNNING AND HOLDING A GUN YOU PRESS ⊗ BUTTON, YOU WILL RUN AND SHOOT, AND CAN FIRE A GUN WHILE STILL MOVING. TO SWITCH TO STAND AND SHOOT, SIMPLY RELEASE THE LEFT ANALOG STICK TO STAND STILL.

PRECISION AIMING: TO AIM MORE PRECISELY PRESS AND HOLD EITHER THE L2 OR R2 BUTTON WHEN HOLDING A GUN. THE CAMERA WILL ZOOM IN ON YOUR CHARACTER AND YOU CAN NOW PIVOT SLOWLY AND AIM PRECISELY USING THE LEFT ANALOG STICK. PRESSING ⊗ BUTTON DURING PRECISION AIMING WILL FIRE YOUR WEAPON.

STRAFING: YOU CAN STRAFE WHILE HOLDING A GUN BY PRESSING AND HOLDING EITHER THE L1 OR R1 BUTTON. THE CAMERA WILL LOCK BEHIND YOU AND YOU CAN NOW MOVE WITH THE LEFT ANALOG STICK WITHOUT TURNING. PRESSING ⊗ BUTTON WHILE STRAFING WILL FIRE YOUR WEAPON.

STRAFE PIVOT: WHILE YOU ARE STRAFING YOU CAN STILL TURN YOUR CHARACTER BY USING STRAFE PIVOT. WHILE HOLDING EITHER STRAFE BUTTON (EITHER THE L1 OR R1 BUTTON), PUSH THE THE RIGHT ANALOG STICK LEFT TO PIVOT TO THE LEFT OR RIGHT TO PIVOT TO THE RIGHT.

SHOOTING PRONE OPPONENTS: YOU CAN SHOOT DOWNWARDS AT KNOCKED DOWN OPPONENTS BY POSITIONING YOUR CHARACTER OVER THE PRONE ENEMY AND PRESSING FIRE (⊗ BUTTON).

TOGGLE MAP

YOU CAN TOGGLE THE IN-GAME MAP ON AND OFF BY PRESSING THE UP DIRECTIONAL BUTTON. YOUR CHARACTER IS SHOWN AS AN ARROW POINTING IN THE DIRECTION YOU ARE FACING ON THIS MAP.

MAP DISPLAY

IN THE MAP DISPLAY, THE YELLOW ARROW REPRESENTS THE PLAYER, AND THE RED DOTS REPRESENT THE ENEMIES.

CHAOS MODE

CHAOS MODE IS A FAST AND FURIOUS MODE OF PLAY, WHERE THERE ARE NO MISSIONS TO COMPLETE, AND THE PRIMARY OBJECTIVE IS TO SCORE POINTS. YOU ARE AWARDED POINTS FOR:

— KILLING CORPORATION FORCES AND GANG MEMBERS.
— DESTROYING PROPERTY: BUILDINGS, CARS AND STREET FURNITURE.
— SUCCESSFULLY COMPLETING OBJECTIVES.

YOU CANNOT SAVE A GAME MIDWAY THROUGH IN CHAOS MODE. IF YOU QUIT THEN THE GAME IS OVER. IF YOU MANAGE TO ACHIEVE A HIGH SCORE IN ANY OF THE CHAOS MODES THEN YOU GET THE CHANCE TO ENTER YOUR NAME AND HAVE IT ADDED TO THE HIGH SCORE TABLES. ACHIEVING TARGET SCORES IN EACH OF THE CHAOS MODES UNLOCKS NEW LEVELS, AND GAME MODES.

GAME DISPLAY (CHAOS MODE)

KAOS

IN KAOS MODE, A COUNTDOWN TIMER IS CONSTANTLY RUNNING AND MUST BE TOPPED UP BY COMPLETING STAGES AND COLLECTING TIME PICKUPS. IF THIS TIME RUNS OUT, OR YOUR HEALTH REACHES ZERO THE GAME WILL END, YOUR FINAL SCORE WILL BE CALCULATED, AND YOU WILL HAVE THE OPPORTUNITY TO ENTER YOUR NAME ON THE HIGH SCORE TABLE IF YOUR SCORE IS GOOD ENOUGH.

TIME PICKUPS

THESE GOLDEN TOKENS APPEAR THROUGHOUT THE MAP AND ARE SPAWNED FROM KILLED OPPONENTS. YOU CAN PICK THEM UP SIMPLY BY RUNNING INTO THEM AND THE AMOUNT OF TIME AWARDED IS INDICATED WHEN YOU DO SO.

HEALTH PICKUPS

THESE GREEN AND WHITE TOKENS APPEAR THROUGHOUT THE MAP AND ARE SPAWNED FROM KILLED OPPONENTS. YOU MUST KEEP YOUR HEALTH TOPPED UP TO CONTINUE PLAYING THE KAOS MODE GAMES.

OBJECTIVES

AS YOU PLAY KAOS MODE, OBJECTIVES WILL BE ACTIVATED, INDICATED BY A COLORED FIST AND THE OBJECTIVE ARROW APPEARING ON THE GAME DISPLAY. THESE OBJECTIVES ARE SIMPLE BONUS TASKS THAT CAN BE ATTEMPTED IN KAOS MODE TO OBTAIN LARGE SCORE BONUSES. WHEN AN OBJECTIVE BEGINS IT REMAINS ACTIVE UNTIL YOU SUCCEED IN ACCOMPLISHING IT OR YOU DECIDE TO REJECT IT. THE AIM OF THE OBJECTIVE WILL FLASH UP BRIEFLY ON THE GAME DISPLAY, AND CAN BE CHECKED BY PRESSING PAUSE (START BUTTON). THE ARROW WILL LEAD YOU TO THE OBJECTIVE, AND TARGET IDENTIFIERS SHOW YOU WHO OR WHAT YOU MUST KILL OR DESTROY.

AS WELL AS A SCORE BONUS, YOU WILL ALSO BE REWARDED WITH A 50% HEALTH BOOST FOR SUCCESSFULLY COMPLETING AN OBJECTIVE.

THREATS

THROUGHOUT KAOS MODE, THREATS APPEAR IN THE MAP. THESE CONSIST OF ONE OR MORE OPPONENTS WHOSE OBJECTIVE IS TO HUNT YOU DOWN AND KILL YOU. THREAT CHARACTERS ARE INDICATED IN GAME BY A RED SKULL AND CROSSBONES SYMBOL ABOVE THEIR HEAD.

SCORE MULTIPLIERS

AT CERTAIN POINTS IN KAOS MODE, A SCORE MULTIPLIER WILL BE ACTIVE FOR A SHORT WHILE. THIS APPEARS ON THE GAME DISPLAY BELOW YOUR SCORE AND INDICATES THAT THE ITEM NAMED IS WORTH ITS NORMAL SCORE MULTIPLIED BY THE BONUS VALUE INDICATED WHILE IT IS DISPLAYED. FOR EXAMPLE IF CARS X3 APPEARS ON THE DISPLAY, THEN YOU SHOULD SWITCH YOUR ATTENTION TO DESTROYING VEHICLES AS EVERY ONE DESTROYED WILL BE WORTH THEIR NORMAL SCORE MULTIPLIED BY 3.

CIVILIAN PENALTIES

AT CERTAIN POINTS IN KAOS MODE, THE WARNING CIVILIAN PENALTY APPEARS ON THE GAME DISPLAY. WHEN THIS IS ACTIVE, YOU ARE PENALIZED POINTS FOR EVERY CIVILIAN YOU KILL.

STAGES

EACH KAOS MODE LEVEL IS DIVIDED INTO STAGES. IN ORDER TO MOVE UP STAGES IN KAOS MODE, YOU MUST ACHIEVE A CERTAIN TARGET SCORE, WHICH IS INDICATED ON THE GAME DISPLAY. WHEN YOU REACH A NEW STAGE A MESSAGE APPEARS BRIEFLY ON THE SCREEN INFORMING YOU OF THIS AND YOU ARE REWARDED WITH A BONUS AMOUNT OF TIME AND HEALTH. BE AWARE THOUGH THAT THE OPPONENTS YOU FACE GET TOUGHER AS YOU ACHIEVE NEW STAGES.

COMPLETING KAOS MODE LEVELS

EACH KAOS MODE LEVEL HAS A LEVEL TARGET SCORE THAT MUST BE ACHIEVED TO COMPLETE IT. ALTHOUGH THE GAME WILL CONTINUE BEYOND THIS POINT AND MUCH HIGHER SCORES CAN BE ACHIEVED, REACHING THE LEVEL GOAL WILL UNLOCK THE NEXT LEVEL IN KAOS MODE.

CHAOS MODE LEVEL GOALS

SEE THE CHAOS MODE PROGRESSION CHART ON PAGE 19 TO FIND OUT WHAT SCORES YOU NEED TO UNLOCK NEW CHARACTERS AND LEVELS.

FIXED TIME GAMES

FIXED TIME GAMES PLAY EXACTLY LIKE KAOS MODE GAMES, EXCEPT THERE ARE NO TIME PICKUPS IN THE LEVELS, AND YOU PLAY FOR A FIXED TIME ONLY- EITHER 3 MINUTES OR 5 MINUTES. THERE ARE NO OBJECTIVES IN TIMED GAMES. ACHIEVING LEVEL GOALS IN FIXED TIME GAMES UNLOCKS NEW MODES OF CHAOS PLAY.

LEVEL GOALS FIXED TIME GAMES

SEE THE CHAOS MODE PROGRESSION CHART ON PAGE 20 TO FIND OUT WHAT SCORES YOU NEED TO UNLOCK NEW CHARACTERS AND LEVELS.

UNLIMITED TIME

THIS MODE IS NOT AVAILABLE FROM THE START AND MUST BE UNLOCKED FOR ALL LEVELS BY COMPLETING EVERY LEVEL IN KAOS MODE. UNLIMITED TIME PLAYS EXACTLY LIKE KAOS MODE, EXCEPT THERE IS NO TIMER OR TIME PICKUPS - YOU CAN PLAY FOR AS LONG AS YOUR HEALTH HOLDS OUT. UNLIMITED TIME HAS A HIGHER LEVEL OF DIFFICULTY THAN THE PREVIOUS MODES.

LAST CLONE STANDING

THE CORPORATION HAS CREATED CLONES OF THEIR GENETICALLY MODIFIED ENFORCERS, AND RELEASED THEM INTO THE STREETS OF CAPITOL CITY. THESE CREATURES ARE HALF MAN, HALF ROBOT, BUT 100% EVIL. THE CITIZENS OF CAPITOL CITY HAVE LOCKED THEMSELVES INDOORS AS PROTECTION AGAINST THE HUNDREDS OF CLONES THAT HAVE TAKEN OVER THE STREETS. LUCKILY THESE HORRIFIC MUTATIONS ARE NOT YET ARMED, SO NOW IS THE TIME FOR ACTION!

THIS MODE IS NOT AVAILABLE FROM THE START AND MUST BE UNLOCKED FOR EACH LEVEL BY ACHIEVING LEVEL GOAL SCORES IN TIMED GAMES FOR THAT LEVEL. IN THIS UNIQUE GAME, YOU MUST TRY AND KILL ALL OF THE CLONES IN THE LEVEL IN THE FASTEST TIME POSSIBLE. THE TIMER ON THE GAME DISPLAY COUNTS UP FROM ZERO, WHILE A SEPARATE COUNTER INDICATES THE NUMBER OF OPPONENTS REMAINING. WHEN YOU HAVE ONLY TEN CLONES REMAINING, A RADAR WILL APPEAR ON THE GAME DISPLAY TO HELP YOU FIND THE LAST FEW. THIS RADAR WILL BECOME MORE 'HOT' (I.E. RED AND FLASHING) THE CLOSER YOU ARE TO AN OPPONENT. THE GAME ENDS WHEN YOU KILL THE LAST OPPONENT AND IF YOU HAVE ACHIEVED A FAST TIME, YOU HAVE THE OPPORTUNITY TO ENTER YOUR NAME ON THE LAST CLONE STANDING TABLE.

TIMED LAST CLONE STANDING

THIS MODE IS NOT AVAILABLE FROM THE START AND IS UNLOCKED FOR EACH LEVEL BY ACHIEVING LEVEL GOAL SCORES IN TIMED GAMES FOR THAT LEVEL. IN THIS VERSION OF LAST-CLONE STANDING YOU MUST KILL 200 OTHER CHARACTERS WITHIN 3 MINUTES. THE GAME ENDS WHEN TIME RUNS OUT, OR IF YOU MANAGE TO KILL EVERYONE IN WHICH CASE ANY REMAINING TIME WILL BE ADDED TO YOUR SCORE. IF YOU HAVE ACHIEVED A GOOD SCORE YOU HAVE THE OPPORTUNITY TO ENTER YOUR NAME ON THE TIMED LAST-CLONE STANDING TABLE.

STRATEGIES FOR CHAOS MODE

— KEEP MOVING!

— LEARN WHEN TO FIGHT, AND WHEN TO RUN!

— YOU SCORE MORE POINTS AND ARE REWARDED WITH MORE HEALTH AND TIME PICKUPS FOR KILLING OPPONENTS WHEN UNARMED, THAN WHEN USING A GUN.

— TRY USING HAND TO HAND COMBAT EARLY ON, WHEN THERE ARE LESS WELL-ARMED OPPONENTS TO FIGHT AGAINST.

— YOU ARE ALSO AWARDED SCORE BONUSES FOR PERFORMING QUICK COMBOS AND GRAB ATTACKS.

— KEEP YOUR EYE OUT FOR SCORE MULTIPLIERS; IF YOU CAN TAKE ADVANTAGE OF THEM, YOU CAN GREATLY BOOST YOUR SCORE.

— COMPLETING OBJECTIVES AWARDS YOU WITH BIG SCORES, AND 50% HEALTH.

— LEARN WHERE DIFFERENT TYPES OF WEAPON, HEALTH AND TIME PICKUPS FREQUENTLY APPEAR.

— LEARN HOW TO QUICKLY AIM AND SHOOT THE GRENADE LAUNCHER AND THE ROCKET LAUNCHER TO MAXIMIZE FAST SCORING. WATCH OUT FOR CIVILIAN PENALTIES THOUGH.

REVOLUTION

THE REVOLUTION GAME FEATURES 175 UNIQUE MISSIONS SPREAD OVER FOUR LEVELS. AS YOU COMPLETE MISSIONS, YOU WILL UNLOCK NEW ONES, WHILE COMPLETING ALL THE MISSIONS IN A LEVEL WILL UNLOCK NEW LEVELS AND PLAYABLE CHARACTERS.

STARTING OR CONTINUING A REVOLUTION GAME

SELECT A NAME FROM THE LIST OF SAVED GAMES OR CHOOSE AN EMPTY SLOT AND ENTER A NEW NAME TO BEGIN AN ALL-NEW GAME. STATE OF EMERGENCY SUPPORTS FIVE UNIQUE REVOLUTION GAME SLOTS. TO ENTER A NAME, CHOOSE LETTERS BY PUSHING LEFT OR RIGHT ON THE LEFT ANALOG STICK OR THE DIRECTIONAL BUTTONS, USE ⊗ BUTTON TO ENTER A LETTER, △ BUTTON TO DELETE A LETTER, AND THE START BUTTON TO ACCEPT YOUR CHOSEN NAME. YOU CAN ERASE SAVED GAME SLOTS BY HIGHLIGHTING THEM THEN PRESSING THE SELECT BUTTON.

CHOOSING A CHARACTER AND LEVEL

AT THE START OF THE GAME ONLY MCNEIL AND LIBRA ARE AVAILABLE TO PLAY. THREE OTHER CHARACTERS CAN BE UNLOCKED BY SUCCESSFULLY COMPLETING LEVELS IN THE REVOLUTION GAME. YOU CAN ALSO CHOOSE WHICH LEVEL TO PLAY, ALTHOUGH AT THE START OF THE REVOLUTION GAME ONLY THE CAPITOL CITY MALL IS AVAILABLE. PRESS ⊗ BUTTON TO SELECT A CHARACTER AND LEVEL AND △ BUTTON TO DESELECT AND GO BACK.

REVOLUTION GAME RULES

MISSIONS

TASKS IN STATE OF EMERGENCY ARE PRESENTED AS A SERIES OF MISSIONS GROUPED TOGETHER INTO STORYLINES AND CLIMAXING IN AN IMPORTANT FREEDOM OBJECTIVE. SETS OF STORYLINES MUST BE COMPLETED TO UNLOCK OTHERS AND EVENTUALLY TO REACH THE ULTIMATE GOAL OF THE LEVEL.

MISSION GIVERS

AT THE START OF A MISSION GAME YOU WILL SEE A FREEDOM AGENT DIRECTLY IN FRONT OF YOU, AND THE MISSION ARROW WILL POINT TOWARDS HIM. RUN UP TO THIS MISSION GIVER AND PRESS ⊗ BUTTON TO SPEAK TO HIM. HE WILL BRIEF YOU ON THE OBJECTIVES OF THE MISSION. USE THE DIRECTIONAL BUTTONS TO SCROLL THE TEXT UP AND DOWN AND PRESS ⊗ BUTTON TO ACCEPT THE MISSION OR ▣ BUTTON TO REJECT IT. ONCE YOU HAVE ACCEPTED A MISSION, IT BEGINS IMMEDIATELY AND THE MISSION ARROW WILL POINT TOWARDS YOUR IMMEDIATE GOAL. IF YOU REJECT A MISSION, YOU ARE FREE TO FIND ANOTHER MISSION GIVER AND ATTEMPT HIS MISSIONS. EACH MISSION GIVER IS COLOR CODED, TO HELP YOU DISTINGUISH BETWEEN DIFFERENT STORYLINES.

IF YOU FAIL A MISSION THEN YOU CAN CHOOSE TO RETURN TO THE MISSION GIVER AND REPLAY IT, OR FIND ANOTHER MISSION GIVER AND PLAY AN ALTERNATIVE STORYLINE. THE MISSION ARROW WILL POINT TO THE NEAREST MISSION GIVER WHENEVER YOU ARE NOT PLAYING A MISSION. IF YOU ACCOMPLISH A MISSION THEN YOU CAN RETURN TO THE MISSION GIVER TO BE BRIEFED ON THE NEXT MISSION, UNLESS YOU HAVE COMPLETED ALL OF HIS OBJECTIVES WITHIN THAT STORYLINE IN WHICH CASE YOU SHOULD FIND A NEW MISSION GIVER.

SAVING/LOADING

STATE OF EMERGENCY UTILIZES AN AUTOSAVE AND A MANUAL SAVE FEATURE. AFTER COMPLETING ANY MISSION IN REVOLUTION MODE, SAVE YOUR PROGRESS MANUALLY BY ACCESSING THE IN-GAME OPTIONS MENU AND SELECTING SAVE. IF YOU DECIDE TO QUIT OUT, OR YOU DIE, WHILE PLAYING A REVOLUTION MODE GAME, YOUR GAME PROGRESS WILL BE AUTOMATICALLY SAVED. NOTE THAT ONCE YOU HAVE COMPLETED A PARTICULAR MISSION, YOU WILL NOT BE ABLE TO REPLAY IT ON THAT SAVE GAME.

WHEN YOU BOOT UP WITH A MEMORY CARD (8MB) (FOR PLAYSTATION®2) WITH PREVIOUSLY SAVED GAME DATA ON IT, THE DATA WILL AUTOLOAD. IF YOU HAVE BOOTED UP WITHOUT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) INSERTED, OR YOU WISH TO LOAD DATA FROM A DIFFERENT MEMORY CARD (8MB) (FOR PLAYSTATION®2), INSERT THE NEW MEMORY CARD (8MB) (FOR PLAYSTATION®2), AND SELECT LOAD AND SAVE FROM THE OPTIONS SCREEN.

HEALTH

KILLING CORPORATION OFFICERS AND GANG MEMBERS REWARDS YOU WITH GREEN AND WHITE HEALTH PICKUPS. IN ADDITION, HEALTH IS AWARDED FOR SUCCESSFUL COMPLETION OF A MISSION. OCCASIONALLY HEALTH IS ALSO SPAWNED WITHIN A MISSION. IF YOUR HEALTH FALLS TO ZERO, YOU WILL DIE AND BE RETURNED TO THE ENTRANCE TO THE LEVEL WITH YOUR MISSION PROGRESS REVERTING TO THE LAST SAVED POINT.

MISSION ARROW

THE MISSION ARROW ALWAYS POINTS TOWARDS YOUR NEXT GOAL IN THE MISSION YOU ARE PLAYING. IT AUTOMATICALLY UPDATES AS THE MISSION SITUATION CHANGES, AND FOLLOWS MOVING TARGETS. BE CAREFUL, HOWEVER, AS THE ARROW POINTS TO OBJECTIVES 'AS THE CROW FLIES' WHICH IS NOT NECESSARILY THE SHORTEST, MOST DIRECT ROUTE. YOU WILL NEED TO FAMILIARIZE YOURSELF WITH THE LAYOUT OF EACH LEVEL TO COMPLETE CERTAIN, TIME-CRITICAL MISSIONS. THE MISSION ARROW IS COLOR CODED TO MATCH THE COLOR OF THE CHAPTER YOU ARE PLAYING AND THE MISSION GIVER WHO GAVE YOU THE OBJECTIVES, AND WILL USUALLY RETURN YOU TO THAT AGENT, UNLESS YOU HAVE COMPLETED THAT CHAPTER.

TYPES OF MISSIONS

THERE ARE SEVERAL VARIED TYPES OF MISSIONS IN THE GAME, INCLUDING:
— IN KILL MISSIONS YOU MUST HUNT AND KILL ONE OR MORE TARGETS. SOME KILL MISSIONS MUST BE COMPLETED QUICKLY BEFORE THE TARGETS FLEE TO SAFETY.
— IN STEAL MISSIONS YOU MUST FIND AND STEAL AN IMPORTANT ITEM FROM THE CORPORATION AND RETURN IT TO FRIENDLY AGENTS, OR YOUR SAFE-HOUSE BASE.
— ESCORT MISSIONS INVOLVE YOU ESCORTING AND PROTECTING A FRIENDLY AGENT AS THEY COMPLETE OBJECTIVES.
— PROTECT MISSIONS INVOLVE PROTECTING ONE OR MORE FRIENDLY CHARACTERS OR DEFENDING A BUILDING FROM INVASION. YOU WILL FAIL THESE MISSIONS IF THE CHARACTER(S) ARE KILLED OR CORPORATION AGENTS ENTER THE BUILDING.
— IN RESCUE MISSIONS YOU MUST RESCUE A FRIENDLY AGENT OR CIVILIAN FROM THE CORPORATION, AND USUALLY ESCORT THEM TO SAFETY.
— DESTROY MISSIONS INVOLVE ATTACKING AND DESTROYING A BUILDING, OFTEN A KEY CORPORATION BUILDING.

TARGET IDENTIFIERS

DURING REVOLUTION GAME PLAY, CRITICAL CHARACTERS AND OBJECTS ARE MARKED WITH COLOR-CODED TARGETS:
— RED INDICATES A TARGET, BUILDING OR OBJECT YOU MUST KILL OR DESTROY TO ACHIEVE AN OBJECTIVE.
— BLUE INDICATES A FRIENDLY TARGET, BUILDING OR OBJECT. YOU MUST USUALLY PROTECT OR DEFEND THESE AS PART OF THE OBJECTIVE OF THE MISSION.
— YELLOW INDICATES A NEUTRAL CHARACTER OR OBJECT.

THREAT IDENTIFIERS

ANY OPPONENT THAT HAS SEEN YOU AND DECIDED TO ATTACK YOU IS INDICATED IN THE GAME BY A RED TRIANGLE APPEARING ABOVE THEIR HEAD. DURING THE GAME, YOU CAN AVOID PATROLLING CORPORATION OFFICERS BY STAYING OUT OF THEIR LINE OF VISION, BUT IF THEY SEE YOU THEN A THREAT IDENTIFIER WILL APPEAR ABOVE THEM.

MISSION PICKUPS

SOME MISSIONS REQUIRE YOU TO STEAL IMPORTANT ITEMS SUCH AS DOCUMENTS OR MEDICINE FROM THE CORPORATION AND RETURN THEM TO FRIENDLY AGENTS. THESE ITEMS ARE USUALLY CARRIED BY CORPORATION AGENTS AND ARE DROPPED WHEN THE AGENT IS KILLED. THEY CAN THEN BE PICKED UP, SIMPLY BY RUNNING OVER THEM, WHEREUPON AN ICON WILL APPEAR ON THE GAME DISPLAY. WHEN YOU RETURN TO THE RESISTANCE AGENT, THE ITEM WILL AUTOMATICALLY BE HANDED OVER, AND THE ICON WILL DISAPPEAR FROM THE DISPLAY.

MISSION OBJECTS

IN SOME MISSIONS YOU MUST OBTAIN LARGER OBJECTS SUCH AS CRATES OF WEAPONS. THESE OBJECTS ARE INDICATED BY A TARGET, AND YOU CAN PICK THEM UP BY PRESSING ◉ BUTTON AND DROP THEM BY PRESSING ◉ BUTTON AGAIN. WHEN YOU RETURN A MISSION OBJECT TO THE AGENT WHO NEEDS IT, IT IS AUTOMATICALLY REMOVED FROM YOUR HANDS. BE CAREFUL, AS MISSION OBJECTS CAN BE DESTROYED BY ENEMIES- IN WHICH CASE YOU WILL USUALLY FAIL THE MISSION. SOME MISSION OBJECTS MUST BE STOLEN FROM STORES BY SMASHING A WINDOW, WHEREUPON THE OBJECT FLIES OUT OF IT AND CAN THEN BE PICKED UP.

STRATEGIES FOR REVOLUTION GAME

— PATROLLING CORPORATION OFFICERS ARE ON THE LOOKOUT FOR TROUBLEMAKERS. THEY WILL PURSUE AND ATTACK ANYONE CARRYING A WEAPON, SO IF YOU WISH TO AVOID CONFRONTATION, TRY DROPPING YOUR WEAPON BEFORE YOU GO PAST THEM.

— WHEN SURROUNDED BY OPPONENTS AND UNARMED, USE THE 360° ATTACK MOVE TO KNOCK EVERYONE DOWN, AND GET AWAY.

— CATCH FLEEING TARGETS WITH THE DASH TACKLE. THIS MOVE IS ALSO A GREAT WAY TO DISARM OPPONENTS QUICKLY.

— WHEN ESCORTING OR PROTECTING ALLIES, FOCUS ON ATTACKING AND DISARMING ANY ARMED AGGRESSORS. YOU WILL DISTRACT OPPONENTS FROM ATTACKING YOUR ALLIES BY ATTACKING THEM YOURSELF.

— WHEN ESCORTING ALLIES, SPRINT AHEAD TO CLEAR A PATH FOR THEM. BE CAREFUL, THOUGH; IF YOU GET TOO FAR AHEAD, THEY MAY BE ATTACKED WITHOUT YOU NOTICING. LISTEN OUT FOR ALLIES CALLING FOR HELP; THIS MEANS THEY ARE UNDER ATTACK.

— BE PRECISE WHEN AIMING HEAVY WEAPONRY. MAKE SURE YOU HAVE A CLEAR SHOT BEFORE FIRING THE ROCKET LAUNCHER, AS IT EXPLODES ON CONTACT.

— IF YOU GET STUCK, TRY PLAYING THE MISSION IN A DIFFERENT WAY. PERHAPS THERE ARE LESS OPPONENTS ON ANOTHER ROUTE?

CHAOS MODE

CHARACTER PROGRESSIONS

CHARACTER NAME	WHEN IS THE CHARACTER AVAILABLE?
MCNEIL	AVAILABLE FROM THE START
LIBRA	AVAILABLE FROM THE START
SPANKY	AVAILABLE AFTER COMPLETING THE MALL IN REVOLUTION MODE
FREAK	AVAILABLE AFTER COMPLETING CHINATOWN IN REVOLUTION MODE
BULL	AVAILABLE AFTER COMPLETING EAST SIDE IN REVOLUTION MODE

MAP PROGRESSIONS

MAP ORDER	WHEN IS THE MAP AVAILABLE?	SCORE TO REACH
THE MALL	AVAILABLE FROM THE START	250000
CHINATOWN	AVAILABLE AFTER COMPLETING THE MALL IN KAOS MODE	500000
EAST SIDE	AVAILABLE AFTER COMPLETING CHINATOWN IN KAOS MODE	1000000
CORPORATION CENTRAL	AVAILABLE AFTER COMPLETING EAST SIDE IN KAOS MODE	1500000

LAST CLONE STANDING UNLOCKING

MAP ORDER		SCORE TO REACH
CAPITOL CITY MALL (AVAILABLE FROM THE START)	3 MINUTE TIMED GAME	100000
	5 MINUTE TIMED GAME	150000
CHINATOWN (AVAILABLE AFTER COMPLETING THE MALL IN KAOS)	3 MINUTE TIMED GAME	150000
	5 MINUTE TIMED GAME	200000
EAST SIDE (AVAILABLE AFTER COMPLETING CHINATOWN IN KAOS)	3 MINUTE TIMED GAME	150000
	5 MINUTE TIMED GAME	250000
CORPORATION CENTRAL (AVAILABLE AFTER COMPLETING EAST SIDE IN CHAOS)	3 MINUTE TIMED GAME	200000
	5 MINUTE TIMED GAME	300000

BONUS GAME PROGRESSIONS

GAME NAME	AVAILABILITY
LAST CLONE STANDING	AVAILABLE TO EACH MAP WHEN BOTH TIMED GAMES FOR THAT MAP HAVE BEEN COMPLETED
UNLIMITED TIME	AVAILABLE WHEN KAOS HAS BEEN COMPLETED IN ALL MAPS

REVOLUTION

CHARACTER PROGRESSIONS

CHARACTER NAME	WHEN IS THE CHARACTER AVAILABLE?
MCNEIL	AVAILABLE FROM THE START
LIBRA	AVAILABLE FROM THE START
SPANKY	AVAILABLE AFTER COMPLETING THE MALL IN REVOLUTION MODE
FREAK	AVAILABLE AFTER COMPLETING CHINATOWN IN REVOLUTION MODE
BULL	AVAILABLE AFTER COMPLETING EAST SIDE IN REVOLUTION MODE

MAP PROGRESSIONS

MAP ORDER	WHEN IS THE MAP AVAILABLE?
THE MALL	AVAILABLE FROM THE START
CHINATOWN	AVAILABLE AFTER COMPLETING THE MALL IN REVOLUTION MODE
EAST SIDE	AVAILABLE AFTER COMPLETING CHINATOWN IN REVOLUTION MODE
CORPORATION CENTRAL	AVAILABLE AFTER COMPLETING EAST SIDE IN REVOLUTION MODE

HIGH SCORES

BY SELECTING THIS OPTION FROM THE MAIN MENU, YOU CAN VIEW ALL OF THE HIGH SCORE TABLES FOR CHAOS MODE. FIRSTLY SELECT WHICH MAP YOU WISH TO VIEW THE HIGH SCORES FOR BY PRESSING ⊗ BUTTON THEN CHOOSE THE CHAOS MODE YOU WISH TO VIEW. YOU CAN GO BACK AT ANY TIME BY PRESSING △ BUTTON.

OPTIONS

THE OPTIONS MENU IS ACCESSIBLE BOTH FROM THE MAIN MENU BY SELECTING IT AND PRESSING ⊗ AND IN-GAME- BY PRESSING THE SELECT BUTTON. IT ALLOWS YOU TO CHANGE THE FOLLOWING SETTINGS OF THE GAME AND VIEW THE CREDITS.

CONTROLLER--

SELECT LAYOUT

CHOOSE FROM ONE OF 3 DIFFERENT BUTTON CONFIGURATION LAYOUTS: A, B, AND C. A DIAGRAM WILL SHOW YOU THE BUTTONS FOR EACH LAYOUT.

VIBRATION

TURN DUALSHOCK®2 ANALOG CONTROLLER VIBRATION ON OR OFF BY PRESSING THE LEFT OR RIGHT DIRECTIONAL BUTTONS TO HIGHLIGHT YOUR CHOICE.

FLIP LOOK

SWAP THE DIRECTION THE CAMERA PAN CONTROL (RIGHT ANALOG STICK) PANS AROUND YOUR CHARACTER BY SETTING THIS TO ON.

VIDEO--

WIDESCREEN

TOGGLE WIDESCREEN ON OR OFF BY PRESSING THE LEFT OR RIGHT DIRECTIONAL BUTTONS TO HIGHLIGHT YOUR CHOICE.

AUDIO--

FX VOLUME

CHANGE THE VOLUME LEVEL OF SOUND EFFECTS IN THE GAME BY HIGHLIGHTING THIS OPTION THEN MOVING THE SLIDER UP OR DOWN BY PRESSING THE LEFT OR RIGHT DIRECTIONAL BUTTONS.

MUSIC VOLUME

CHANGE THE VOLUME LEVEL OF MUSIC IN THE GAME BY HIGHLIGHTING THIS OPTION THEN MOVING THE SLIDER UP OR DOWN BY PRESSING THE LEFT OR RIGHT DIRECTIONAL BUTTONS.

SURROUND SOUND

TOGGLE SURROUND SOUND ON OR OFF BY PRESSING THE LEFT OR RIGHT DIRECTIONAL BUTTONS.

GORE--

CHOOSE HOW GRAPHICALLY VIOLENT YOU WISH THE GAME TO BE, BY TURNING GORE ON OR OFF.

CREDITS--

VIEW THE PRODUCTION CREDITS FOR STATE OF EMERGENCY.

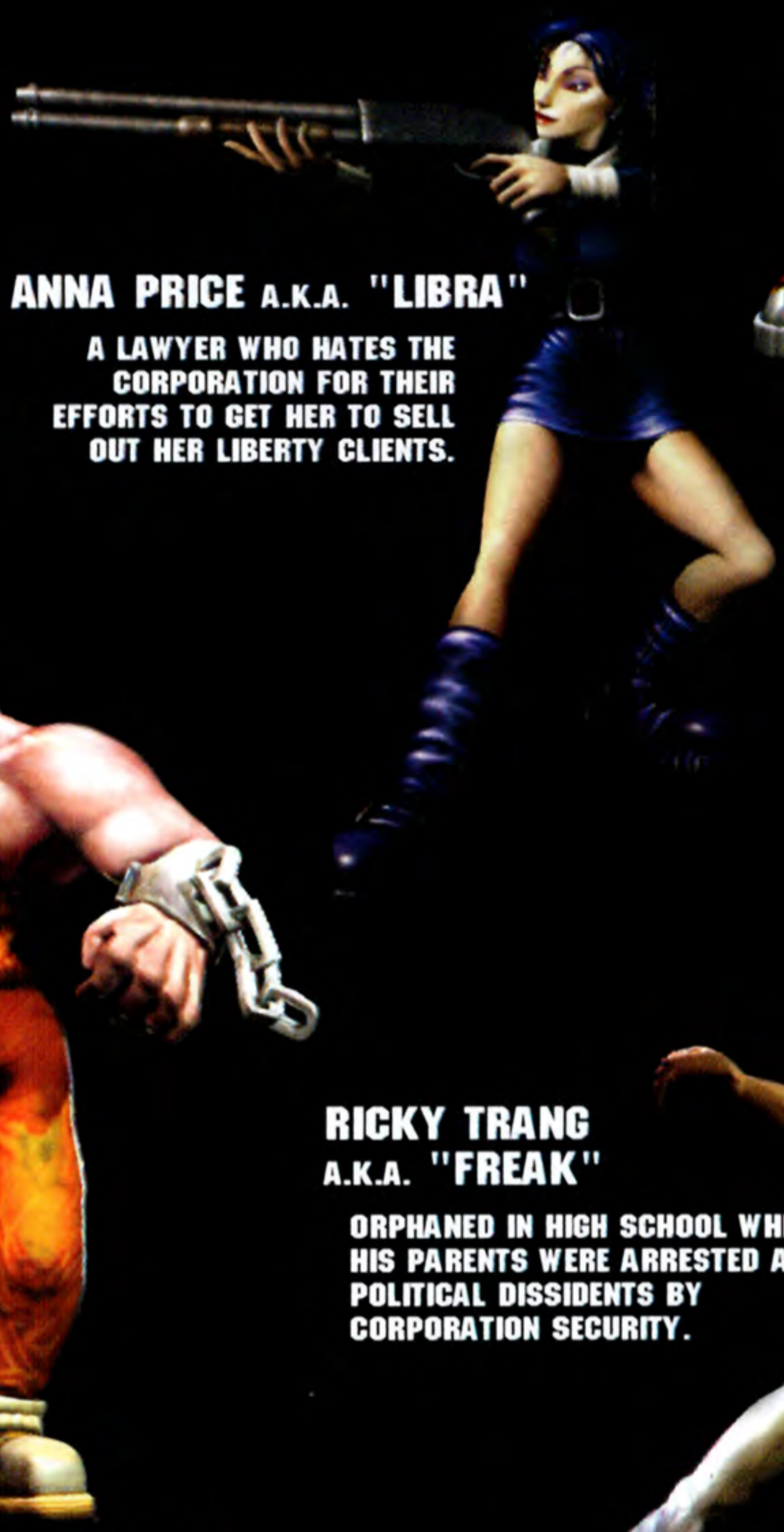
PLAYER CHARACTERS

ROY MACNEIL A.K.A **"MACK"**

A DISGRUNTLED EX-COP WHO REFUSED TO CARRY OUT THE CORPORATION'S BRUTAL ENFORCEMENT METHODS.

HECTOR SOLDADO
A.K.A. **"SPANKY"**

A CHARISMATIC EX-GANG MEMBER WHO HAS TIRED OF THE CORPORATION'S TREATMENT OF INNOCENTS.

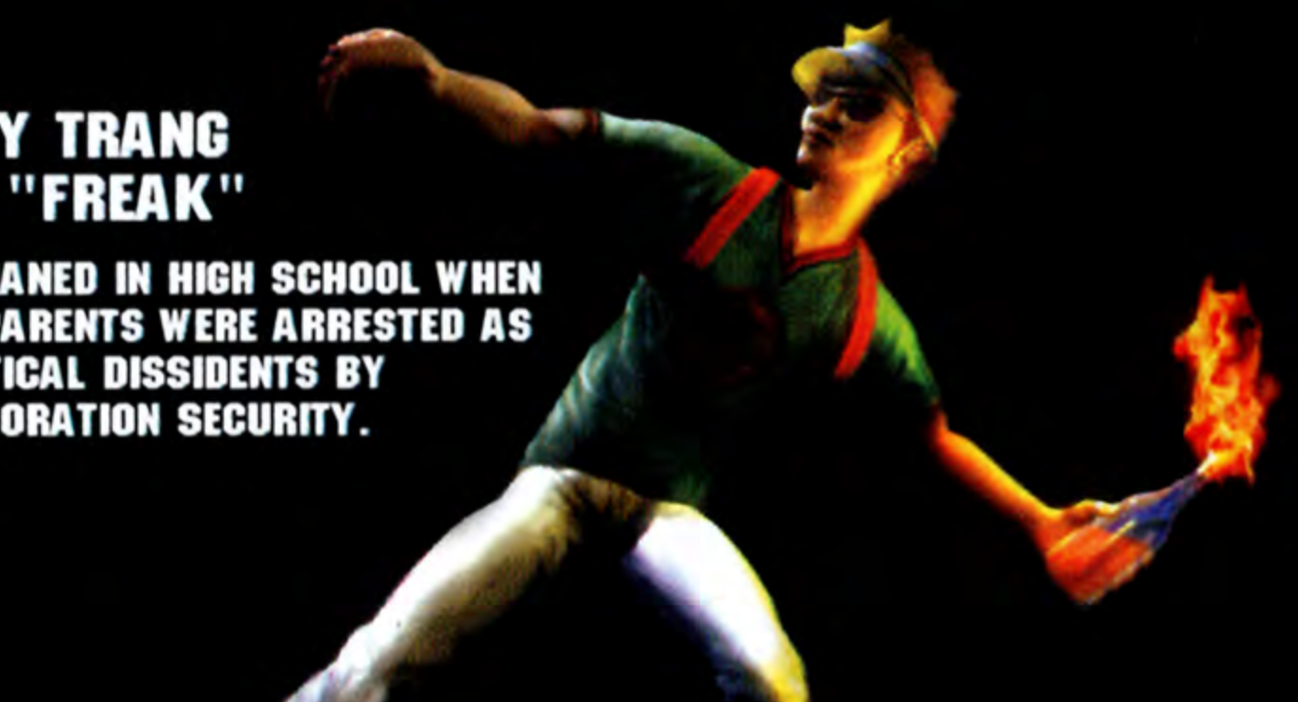


ANNA PRICE A.K.A. **"LIBRA"**

A LAWYER WHO HATES THE CORPORATION FOR THEIR EFFORTS TO GET HER TO SELL OUT HER LIBERTY CLIENTS.

RICKY TRANG
A.K.A. **"FREAK"**

ORPHANED IN HIGH SCHOOL WHEN HIS PARENTS WERE ARRESTED AS POLITICAL DISSIDENTS BY CORPORATION SECURITY.



EDDY RAYMONDS A.K.A. **"BULL"**

EX-SPORTS STAR WHO REFUSED TO PARTICIPATE IN CORPORATION-SPONSORED MATCH FIXING.

CAPITOL CITY FACTIONS

FREEDOM MOVEMENT

THE CORPORATION

THE GANGS

THE MALL RATS

3RD STREET KILLAZ

MUERTE 13

JADE HILL GANG

SKINHEADS

CIVILIANS

FACTIONS

AGENTS

CAPITOL CITY LOCATIONS

CAPITOL CITY MALL

EAST SIDE

CHINATOWN

CORPORATION CENTRAL

STATE OF EMERGENCY

WEAPONS

HANDHELD WEAPONS

HANDHELD WEAPONS VARY IN EFFECTIVENESS, FROM CLUB TYPE WEAPONS SUCH AS BATONS AND BASEBALL BATS TO MORE LETHAL BLADED WEAPONS SUCH AS MEAT CLEAVERS AND SWORDS.

PISTOL

LOW ON POWER, THIS SEMI-AUTOMATIC PISTOL IS USEFUL AGAINST INDIVIDUALS, BUT LESS EFFECTIVE WHEN FACED WITH A GROUP OF ARMED CORPORATION OFFICERS.

UZI

A SMALL, LIGHT SUBMACHINE GUN, WITH RAPID FIRING, THE UZI PACKS A PUNCH AT CLOSE RANGE, BUT ONLY DELIVERS LIMITED DAMAGE.

AK47 KALASHNIKOV

THIS RUSSIAN BUILT ASSAULT RIFLE HAS A SHORTER RANGE THAN THE M16, BUT CAN BE VERY POWERFUL AGAINST GROUPS OF OPPONENTS.

SHOTGUN

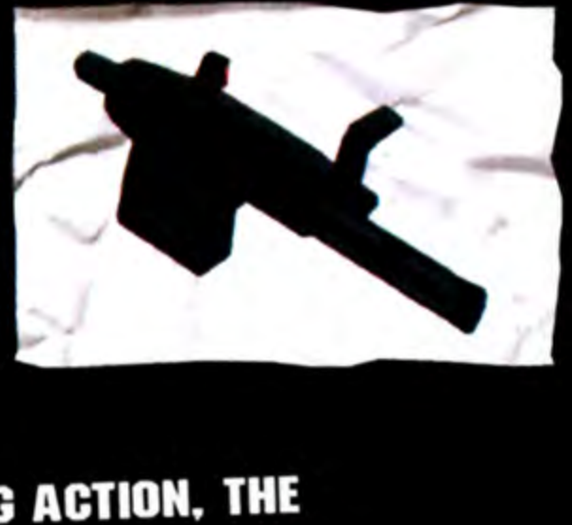
WITH A LARGE CONE OF FIRE, BUT A SHORT RANGE, THE SHOTGUN IS BEST USED AGAINST GROUPS OF CHARGING OPPONENTS.

M16 ASSAULT RIFLE

THE ASSAULT RIFLE OF CHOICE, THE M16 CAN BE USED TO PICK OFF ENEMIES AT A DISTANCE OR AS A POWERFUL MACHINE GUN FOR STRAFING MANEUVERS.

MINI-GUN

NORMALLY SEEN MOUNTED ON THE FRONT OF HELICOPTER GUNSHIPS, THE IMPRESSIVE RANGE AND AWESOME FIREPOWER OF THIS MODIFIED MINI-GUN WILL LITERALLY CARVE THROUGH GROUPS OF ADVERSARIES.



GRENADE LAUNCHER

WHILST REQUIRING PRACTICE TO MASTER THE LOBBING ACTION, THE GRENADE LAUNCHER CAN QUICKLY LAY DOWN VOLLEYS OF GRENADES, BRINGING EXPLOSIVE DESTRUCTION TO EVERYTHING IN ITS PATH.

ROCKET LAUNCHER

THE ULTIMATE EXPLOSIVE WEAPON, THE AWE-INSPIRING DESTRUCTIVE POWER OF THIS ANTI-TANK MISSILE LAUNCHER WILL REDUCE BUILDINGS TO RUBBLE AND CARS TO BURNING HULKS. BE CAREFUL WITH AIMING, HOWEVER, AS THE ROCKETS ARE DESIGNED TO EXPLODE ON CONTACT.

TEAR GAS LAUNCHER

SIMILAR IN TECHNIQUE TO FIRING THE GRENADE LAUNCHER, THIS GUN LOBS TEAR GAS GRENADES, WHICH WILL SOON FILL THE STREETS WITH DEBILITATING SMOKE. BE AWARE, THOUGH, THAT TEAR GAS WILL ALSO AFFECT YOUR CHARACTER, AND MANY OF THE CORPORATION TROOPS WEAR GAS MASKS.

FLAME-THROWER

THE ULTIMATE CLOSE COMBAT WEAPON, THE FLAME-THROWER EMITS A HUGE SPOUT OF LIQUID FIRE, COVERING ANYONE OR ANYTHING THAT GETS CAUGHT IN ITS DEADLY DISCHARGE.

GRENADES

CAREFUL AIMING AND GOOD TIMING ARE REQUIRED TO MAXIMIZE THE EFFECTIVENESS OF THESE SINGLE USE GRENADES.

MOLOTOV COCKTAILS

WHILST LESS POWERFUL THAN GRENADES, MOLOTOV COCKTAILS REQUIRE LESS ACCURACY AND CAN BE USED TO COVER A GROUP OF OPPONENTS IN BLAZING PETROL.

TAZER

LIKE A CATTLE PROD WITH EXTRA OOMPH, THE HIGH VOLTAGE TOUCH OF THE TAZER WILL LEAVE ADVERSARIES ON THE GROUND, WRITHING IN AGONY.

PEPPER SPRAY

ORIGINALLY DEVELOPED FOR SELF-DEFENSE PURPOSES, THE TOXICITY OF THE NOXIOUS GAS IN THIS AEROSOL HAS BEEN INCREASED TO LETHAL PROPORTIONS.

STREET FURNITURE

AS WELL AS THE VARIED ARSENAL OF WEAPONRY AT YOUR DISPOSAL, MANY ITEMS OF STREET FURNITURE IN STATE OF EMERGENCY CAN ALSO BE USED WITH DEADLY FORCE. TRASHCANS, DEBRIS, SIGNS, PARK BENCHES, EVEN TRAFFIC CONES- IF IT ISN'T NAILED DOWN, IT CAN PROBABLY BE THROWN OR USED TO BLUDGEON.

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VIOLENCE
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PlayStation®2

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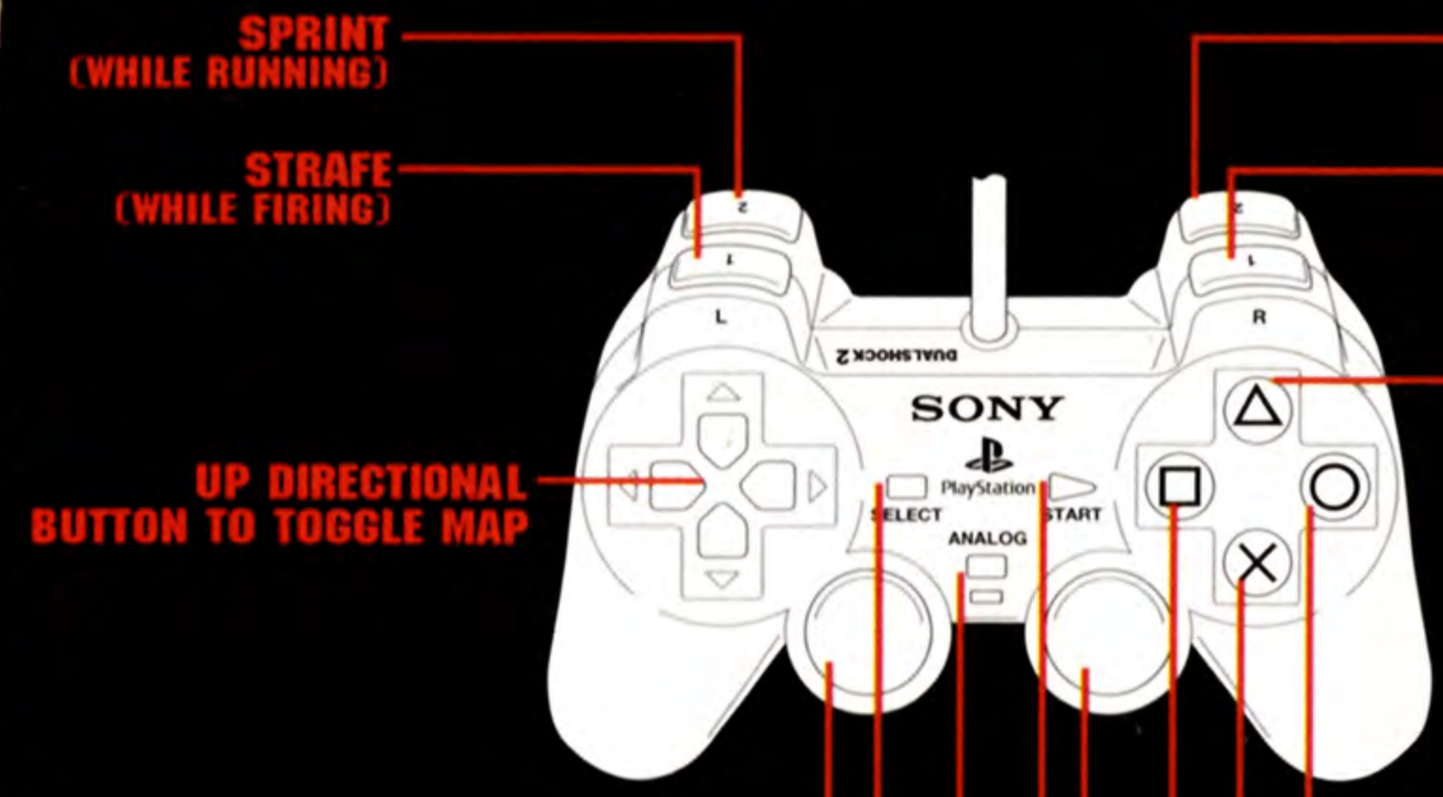

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